Season 1 - 01/06 Discussion

Metagame Concept, Goals, etc.

Season One Player Objective

Discover or Build a Portal. Learn the truth about the what happened to the Portals, the Dark Forces and the Reality War.

This leads into Season Two being in a different Reality. Can end with a Community-wide Event like the Opening of the Gates of Ahn'Qiraj where everyone gets to contribute.

[Sticky note] Leveling Mechanics - Showing progress

[Sticky note] How people level - quest specific kill 20 boars, across different games - providing exp for completion of games/tourneys/quests etc.

Concepts

- Everyone is a "Level One" character. This is the "kill 20 boars for 100 gold and common gear" stage of the metagame.
- We need to provide access to players native to Arcadia, while rewarding our early adopters who hold the OG Arcadians
- Our "encounters" are our games. "Kill X boars" = "Win X games" in PvE.
- We make things interesting by providing a side and ever-expanding selection of games to play
- We can approximate synchronous group play using asynchronous combined scoring methods

[Sticky note] Daily Questlines: Centric different everyday, different games included in stations. Starts you in 2 games

Basic Arcadians

Basic Arcadians are the "free mint" Arcadians that will be available to the public. They are sold on the Arcadia Marketplace. Where do they come from? They are created or minted (depending on what type of asset they are - thanks devs) by using OG Arcadians.

Two OG Arcadians are required to mint a Basic Arcadian. The puts them on cooldown for [seven days]. None of their other uses are affected. (They can still be used in Arcadium Arena, for example.) Basic Arcadians will also be produced by the Arcadia team; there will always be X listed on the Arcadia Marketplace for a fixed price of X Tickets. This will be the primary way that anyone can acquire Arcadians for free.

Tickets can be won by playing games on Arcadia. Fulfilling a low "win" condition guarantees at least one ticket as reward. (Win condition exists to prevent botting.)

[Sticky note] Quests can be given based on the Arcadians you have and whether or not they are OG or Basic

Arcadian Leveling

Basic Arcadians gain levels with only one objective - to hit a high enough level that they can be "evolved" (burned) into True Arcadians, which gain some of the abilities and advantages of OG Arcadians (but not all). Evolving Basic Arcadians requires a payment of $ARCD. (Whether Basic Arcadians are Web 2 or Web 3 assets / NFTs is left to tech.)

OG Arcadians gain levels in a similar manner. Levels are required to equip gear (gear has class and level requirements), use items (ditto), access higher difficulty quests and achievements, and purchase superior quality mystery boxes. Higher levels may also grant certain abilities depending on the Arcadian's class. These abilities may be specific to certain games or Arcadia map features.

[Sticky note] Will be using multiple leveling systems all tied back to Arcadians i.e. leveling of Arcadian to be competitive in the metagame will be separate to leveling as you complete quests in games.

Metagame Questing

[Sticky note] Quests could be determined by Game itself OR GameTags (i.e. play an action and puzzle game)

Periodic [Daily] Quests [Purpose: Solo Player Retention]

Aka, the "grind". (Grinds are fun if you like what you're doing!)

Basic Questing

Difficulty

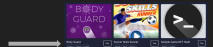Easy — Win One Game

Normal — Win Three Games (requires any Arcadian)

Difficult — Win Five Games (requires OG Arcadian)

[Sticky note] Choosing "Levels" = higher difficulty = more reward

Periodic [Daily] Quests [Purpose: Solo Player Retention]

Games are determined either by specific identification (win Trieka, win Blaze Racing, win Arcadian Symphony)

Or by classification / tag (of
https://docs.google.com/spreadsheets/d/1ZpWy6e0xQtbtTdHCrdAN2kUfF4Fus_6c0ufkjSPkgY/edit?usp=sharing)

This mode does not have to be daily. It can be periodic. Say a player has up to three days to complete a selected quest before it resets. The cooldown will always be three days whether or not the quest is completed.

Periodic [Daily] Quests [Purpose: Solo Player Retention]

Having multiple OG Arcadians will give the player a choice of randomized sets. E.g., if the player chooses "Difficult" and has say 10 OG Arcadians he will be presented with three different sets of quest objectives to select from.

- Normal: Tickets, Rarely Web 2 assets
- With Arcadian: Tickets, Rarely Web 2 assets, Very Rarely $ARCD
- With OG Arcadian: Tickets, Rarely Web 2 assets, Very Rarely $ARCD, Ultra Rare NFT Component (NFTs can be melded with a set recipe)
- Completion of quests can be prerequisites to advance the story / lore

Achievements (Global: Firsts, "Higher, Further, Faster Baby") [Purpose: Completionists, Power Gamers]

- Achievement points (cf WoW) - no monetary rewards
- Great achievements award a Title

Win Conditions

- Hit a specific score
- Score targets can be modified by "stuff" wither gear of OG Arcadia powers??   (+/- % of score?)

Rewards (draft)

[Sticky note] Achievements non-monetary - provide badges, titles, etc.

Group Play

[Sticky note] "Band Raves!" Have a Band Questline that gets user to participate in social media related activities (Disc, Twitter) to share achievements, titles, perhaps even cosmetic band rewards (Lore)

[Sticky note] Raids >>> Guild wide, or Platform wide

[Sticky note] ...a of reward for different players to play a set number of game and hitting a large target score

[Sticky note] Big Rewards, Long Duration >>> Ongi to move into season 2

[Raid Progress panel]
Raid Progress
Game 1 : 52/100
Game 2 : 88/200
Game 3 : 66/200
Game 4 : 15/50
Rares : 2/25
Minerals Left
Game 1 : 208
Game 2 : 212
Game 3 : ...
Game 4 : 35/50
Game 5 : 215

Tournament Play: The Road to the World Championship

Individual + Team Competitions

- Qualifiers
- "Regionals"
- Worlds

Games don't need to remove RNG completely.

"Official" tournament format TBD - a knockout or Swiss.

What's the idea?

PvE Storytelling: Gameplay interspersed with narrative-based cutscenes and boss battles

Boss Fights!

Big Campaign battles!

Gw2 mid-quest dialogue/cutscene

Genshin cutscene

Marc Meta VS

Stardew Valley Dialogue "pop-up"

How does it benefit the player?

Good opportunity to use AA as one of the main conduits for our lore, also makes general gameplay more engaging

This really ups the AA game on a whole different level. It's more interactive, has a more personalized feel, and as an Arcadians holder i would feel more affinity to my nft as it really feels as though my nft is representing me in the game

Love the storytelling part but the format might not be the most engaging (definitely the easiest to do 🙂)

perhaps we can have dialogues that happen outside of AA, maybe at Arcadia when player hasn't started playing any game.

excited to see maps to explore, items to pick up, etc within the AA game

Given that we are targeting a "competitive" specific audience, I feel that there might be value in having cutscenes/ narratives as an optional feature. IMO most hyper-competitive players regard storylines and lore as a nuisance. Can't say I'm in the same category personally. Just a recent example. In Lost Ark, there are cutscenes before every boss. In order to skip the cutscene all players in the raid must vote to skip. If you don't IMMEDIATELY

What's the idea?

Metagame Questing: DAILIES

Periodic [Daily] Quests [Purpose: Solo Player Retention]

Aka, the "grind". (Grinds are fun if you like what you're doing!)

Basic Questing

Difficulty

|	
Easy	Win One Game
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Or by classification / tag (cf https://docs.google.com/spreadsheets/d/1ZdpWp6e0xQ9dt7dHCntAN2kUfF4Fus_6o3ufkjSPAgY/edit?usp=sharing)
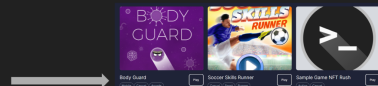
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Periodic [Daily] Quests [Purpose: Solo Player Retention]

Win Conditions

- Hit a specific score
- Score targets can be modified by "stuff" either gear or OG Arcadia powers?? (+/- % of score?)

Rewards (draft)

- Normal: Tickets, Rarely Web 2 assets
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- Completion of quests can be prerequisites to advance the story / lore

HMW make dailies fun for all 3+ gamer archetypes?

I.e.
Competitive: Great rewards

Casual: Fun and easy to accomplish

Community: Insert Social

Why we should consider this -

Solo Player Retention; creating a steady routine for players to actively and continually visit and engage with our platform

slightly....I don't really like the grind if it's too repetitive.

only if there's a clear and good-enough incentive. but i do agree that this is a great way to increase DAU of the platform. this can co-exist with idea 1?

I think this one should exist with something else, seems great to keep engagement, but not so much emotional connection or community

perhaps the grind can involve a little puzzle game.

Farmville, I just accessed daily to get my reward and GTFO

www.reddit.com

r/EscapefromTarkov - Hot take: Daily quests shouldn't actually take all day to complete
932 votes and 176 comments so far on Reddit

Great thread on reddit regarding optimising dailies - "When is the grind fun vs. tedious"

What's the idea?

Metagame Questing: WORLD QUESTS
Big quests that can either be for the entire platform to complete, or for guilds to run together >>> could be an avenue for us to push the lore forward: i.e. fight a world boss, progress to the next season as as community

Group Play

Raids >>> Guild wide, or Platform wide

x # of tries for different players to play a set number of games and hitting a large target score

Big Rewards, Long Duration >>> Opp to move into season 2

i.e. Server has 1 week to hit X score on X game(s) - everyone only has 10 attempts

Raid Progress

Gw2 world bosses are tied heavily to the narrative and usually have a spawn rate of around twice a day for the entire server to fight together

The narrative will always go something like "we can't fight this big dragon alone, we need the help of other adventurers"

Another cool thing they do is the lead-up. Before you fight the big boss, you've got to a bunch of smaller server wide quests to "call out the dragon"

Why we should consider this -

Great way to continue the storytelling. Adds a social / community layer to the completion of a shared task. Rewards have to be sufficiently appealing.

Could provide us with a greater avenue to target guilds and communities and keep them continually engaged.

yes. it's nice to play as a team

i think this is the best idea out of all the three. something that heavily incorporates lore PLUS a social layer (since web3 is all about communities!). i feel that this is the right mix of everything – even if i dont win the reward, i still get something (lore, community interaction) out of it without it feeling like work or grinding

Oh yeah, big emotional connection and big community building, this seems like the biggest value paired with the daily quests, but seems to be the biggest cost too

perhaps can reward special game items to members of a specific guild, to build identity.

What's the idea?

Achievement Hunting: Providing non-monetary rewards (cosmetics, titles, badges) for these types of players (completionists)

Achievements (Global: Firsts, "Higher, Further, Faster Baby") [Purpose: Completionists, Power Gamers]
- Achievement points (cf WoW) - no monetary rewards
- Great achievements award a Title

Achievements - non monetary - provide badges, titles, etc.

"Bard Points" Have a Bard Questline that gets user to participate in social media related activities (Disc, Twitter) to attain achievements, titles, perhaps even cosmetic bard rewards (lute)

Achievements / Badges flexing on steam profiles

Perculia, Blackwing's Bane
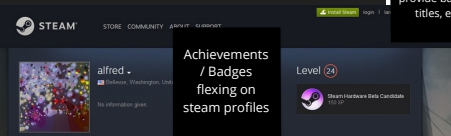
Achievement hunting in Gw2 for badges and titles
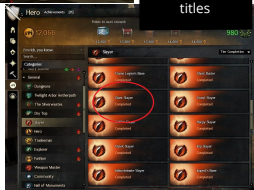
WoW Title hunting through completion of quests to show off your sweatiness

How does it benefit the player?

Rewards completionist archetype and retains them through continued engagement (farming the achievement).

Cosmetic rewards (garment, title, etc.) or Profile Badges as reward for additional flex factor.

yes! I love it when Steam rewards me with some collectible cards when I played a game for a certain duration.

Having the achievements not clearly described might be interesting because users would need to rely on eachother's help to get a full completion and if the completion yields a cool rewards, people would for sure do it

I like the Steam community page where players can showcase their fan art and game screenshots etc.

Level indicator >>>
Tiered System >>>
Social Utility? real

YUOLMAE

What's the idea?

Waifu game inspired character pulls (https://docs.google.com/presentation/d/1Rq2ZgZ_LXlz0QrgUOvknG5t41CCLr2Bd0cPKgEllsE/edit?usp=sharing)

- create artificial scarcity + demand for OG Arcadians/ assets via ranking in UR SSR SR tiers
- Solidify pull loop by allowing for "recycling" of unwanted assets, getting more chances to pull
- Encouraging payment/grind ecosystem through "Buy Special Passes"
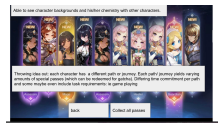
Reference Gatcha pulls

Gatcha results

Attain Special pass via burning items/characters

These char pulls can be for OG Arcadians no longer on sale on OpenSEA - like triple S tier super rare Gacha

Since we can't have repeat of the same character/NFT, I think these pulls can be for a group of Arcadians (group based on lore) - think: THIEVES GUILD from elder scrolls

How does it benefit the player

As AA is a synergies based strategy game, understanding about the lore + individual character strengths, character codependencies could give users a "Game-onboarding" on how to best pair Arcadian NFTs into a team

- Would be a "next step" integration to the "CHOOSE YOUR TEAM" lore injected onboarding introduced earlier
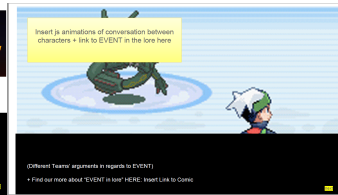
Interesting to note: Waifu games' main attraction is the art + interaction appeal when we can choose how character "talks" to you/other characters.

In our case, it may be a good way to put ART front and center and introduce each Arcadian in a close up + Choose Your Own Adventure Style of how they talk, interact in Fights + environment + with others

What's the idea?

xxxx

FACTION

i.e Horde vs. Alliance

If factions are organized by ethos but reflected in aesthetics, what are three main ways Arcadians could look at the wider universe?

The

Why we should consider this -

Community Engagement - identifying with a faction

Huge resonance with an overall lore

Additional Thoughts + Ideas

Faction-specific characteristics: Certain COSMETICS, or abilities, etc.

Faction-specific gear can promote the creation of alts, promoting retention by doubling or tripling up on existing content in order to access unique opportunities

What's the idea?

Famous Arcadians : Spotlight actual L1 & L2 Arcadians with varied randomness. Have certain quest givers, lore characters, npcs, modeled after specific L1 & L2 Arcadians. I'm kinda drawing inspiration from WoW here. At times, Bliz devs have chosen to immortalize certain "high status" players in WoW by creating a permanent NPC in their honor (i.e. Leroy Jenkins). Specific Arcadians can be set as permanent NPC with a mainstay in the lore, or just briefly touched on and spotlighted temporarily. I think this is a good way to market specific Arcadian releases in the future, and also a decent reward system for holders. Arcadian holders might have their Arcadian mentioned in the lore with the implication that a "Lore/Famous" Arcadian is more valuable.

Why we should consider this -

From my view this seems like a system that can be expanded on fairly easily. Incentivises community building as "high status" players might have increased chances of their Arcadian becoming "Famous". Holders asymbol a diverse cast in hopes that one of their Arcadians gets "spotlighted". "Spotlighted" Arcadians should boost demand which can be done post or pre drop. I'm an extreme believer in the idea that in-game status is a very high demand and valued "asset". IMO skins, in-game tags, cosmetics, *cough* NFTs, are all manifested, at least in part, from a desire for online status. Like quite frankly I think there is a huge population that would rather "flex" online (Bored Ape) than IRL (Lambo). It's just about connecting the status to the asset and I think this might help in that venture.

Additional Thoughts + Ideas

What's the idea?

xxxx

Why we should consider this -

xxxx

Additional Thoughts + Ideas

What's the idea?

Role Specific Quests / Events : Have certain lore/ quests/ events only be accessible to specific classes of Arcadians. If used rotationally, every Arcadian owner will get their turn and have an opportunity to participate. Incentivises players to branch out into different Arcadian classes in order to access content. If paired with group quests, it can help motivate players to get their friends to expand into different classes as well (i.e. quest that needs 4 players with a wizard to complete).

Additional Thoughts + Ideas

Honestly see some problems with this idea as is. Currently our player-base isn't big enough to start dividing it now IMO. If class specific content goes out, the current audience of that content is extremely limited. I do think there might be value in planting the seeds for something similar to grow in the future. Specifically something that allows players to organically choose what level of competition they will engage in and diversify the win audience. Although it sounds like general challenge difficulty is already pushing for this. Austin

Why we should consider this -

Besides the social and content incentives. Class specific tournaments/ quests/ challenges break up the larger player base to help diversify winners and even out competition. For example, a player who might often lose platform-wide challenges, might have a much better chance if the challenge is limited to "gunner" holders. If something like this were to catch on, there might become "implied" class ranks. In the same way that you can select a hardcore server or a casual server in MMOs, maybe commiting to a certain class brings about a certain level of challenge difficulty. I think this might be an interesting way to allow players to self-align with their desired competitive skill level. These are just examples but maybe wizard class has content tailored to grindy competitive players and allows for multiple tries (the 2hr long triska players), the [...] class [...] tailored to the one and dones (only [...] content that revolves around [...] competitive players). Then if content [...] be a pretty noticeable [...] each group.

Faction specific quests

MMR POV - how can we diversify winners in tournaments

Everyone feeling like they are contributing / participating in some way

What's the idea?

xxxx

Why we should consider this -

xxxx

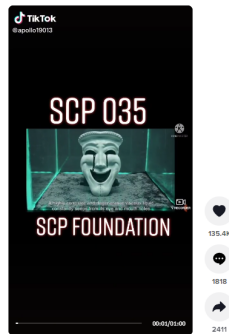## Additional Thoughts + Ideas

What's the idea?

Community involvement in lore : I think one of the strongest examples of this can be seen in SCP. Players create text based narratives for their own SCP "monsters" and share them with the community (i.e. SCP #6969 : Monster is the product of a failed bioweaponry project, its description is [...] its weakness is [...] its strengths are [...]) If the community finds one particular monster really interesting, devs might go forward with implementing the monster in game with respect to the community created narrative. Might be cool to have players create similar profiles for Arcadians that can be released individually or in groups. (i.e. Arcadian #3500-4000 : Group of lost explorers that look like [...] they often have [...] for pets and are well trained in [...])

Why we should consider this -

I think the biggest benefit is community involvement. Also might give us an opportunity to see what kind of lore builds momentum and gets the community excited. If something like this were to pan out and gain community traction it could be a good way to crowdsource ideas.

The SCP Foundation[note 3] is a fictional secret organization documented by the collaborative writing wiki project of the same name. Within the website's shared universe, the Foundation is responsible for capturing and containing various paranormal, supernatural, and other mysterious phenomena unexplained by mainstream science (known as "anomalies" or "SCPs"), while also keeping their existence hidden from the rest of human society. The real-world website is community-based and includes elements of many genres such as horror, science fiction, and urban fantasy.

Additional Thoughts + Ideas

What's the idea?

xxxx

Why we should consider this -

xxxx

Additional Thoughts + Ideas

The Competitive Gamer

Play Style

Competitive Gamers want to simply **get good and win at games that interest them.** How this translates into Play Style is that they yearn to practice, hone their skills, optimise game mechanics, and gather whatever advantages available to them to take into the PvP / Tournament space to battle it out for the top spot and win the prize.

On Arcadia, this would mean identifying games on the platform that they enjoy and practicing them. They would also dive deep into the **metagame** and farm their **dailies** in order to attain the best possible equipment from the **marketplace**, NFTs, et cetra, in order to increase their chances of winning.

Motivations

Quality
Games have to be first deemed as interesting or worth playing before Competitive Gamers are engaged enough to become engrossed and "sweaty". This includes elements of skills and strategy over pure RNG that would provide these gamers with a higher level of assurance that time and effort directly correlate with win-rate.

Metagame Grinding
Provision of metagame elements like daily quests and gacha for the opportunity to attain better gear or other ways to optimise their gameplay will enhance the experience for competitive gamers. These will be the gamers that grind quests in order to increase their odds of optimising their gameplay.

PvP and Tournaments
Competitive Gamers would want to close their loop of practice and optimisation by pitting their abilities and characters against other players. The chance to compete and be rewarded for it is a large motivating factor for these gamers.

Challenges

Leaving it up to chance
Games that leave too much of the gameplay up to chance would be a large painpoint for this archetype. As they are motivated by increasing their chance of winning through practice and optimisation, RNG is the antithesis of this. This does not include the RNG of metagame elements like Gacha that are secondary to the actual playing of the game.

Lack of ability to optimise
Competitive gamers enjoy strategising both in and out of the game. Within the game, overly simplistic gameplay that doesn't require much effort to master would be unappealing to this archetype. In the metagame, a lack of ability to customise characters, min/max skill trees and item builds, and etc. would take away from the experience of these gamers.

Cheating and Bugs
On top of game and metagame quality, games that do not efficiently control cheaters or are overly buggy that it effects gameplay substantially are avoided by competitive gamers. These archetypes would want to ensure that their time and efforts aren't trump by factors outside the ambit of the game itself.

The Casual Gamer

Play Style

Casual Gamers are defined by their **limited interest and time spent** on games. They are drawn towards hypercasual games that are **quick and easy**, usually playing in short bursts of time - which helps them pass the time or combat boredom.

On Arcadia, in order to facilitate the casual gamers journey, we need to ensure that the **onboarding flow** is simple and quick with the option of skipping potentially tedious tasks for this archetype (wallet connect). In addition, **optimising for mobile** would also be a huge benefit as it is this archetype's medium of choice. Arcadia offers a plethora of hypercasual games suited for this archetype. Our challenge would be enticing these gamers to become more than casual; to join our ecosystem: **purchasing in the marketplace, participating in the metagame.** This could be done by **rewarding casual play** and enticing these users to participate in various aspects through these rewards for additional benefits that are difficult to refuse.

Motivations

Easy to Learn, Fun to Play
Casual Gamers see games as a medium to pass the time. This means that games they gravitate to are easy to learn (supported by tutorial mechanics) with engaging (or addictive) gameplay. This applies to all games in spite of the "quality" - The challenge for Arcadia is to integrate casual gamers into the ecosystem sufficiently before they feel like stopping, providing a plethora of options and reasons to keep playing (rewards, events, etc.), hopefully converting these users into one of the other archetypes.

Repetition and Progress
Expanding more on "Addictive" Gameplay, Casual Gamers enjoy a familiar, repeated game mechanic that they can get better at as they continue playing. Hypercasual Games would thus have to find the balance of progressively increasing the difficulty such that the levels are challenging enough for the progress of the user's skill, but not too challenging that it shut downs the user. Casual Gamers also enjoy a sense of tangible progression via an interactive UI and the provision of in-game rewards.

Rise of Web2 Rewards
With the rise of gamification within e-commerce platforms like Lazada and Shopee, Casual Gamers are being introduced to hypercasual Play2Earn. Now provided with the side benefit of cashback vouchers and discounts, these casual gamers potentially become a lot more motivated to progress.

Challenges

Steep / Unguided Learning Curve
Casual Gamers do not appreciate it when a platform or game doesn't guide them as to how to play or how the ecosystem works. This lack of hand holding often results in these users dropping off. In addition, as soon as a game becomes more of a chore to learn, beat, or progress, these gamers are likely to stop playing.

Hyper Competitiveness
Casual Gamers do not appreciate games and platforms that are hyper competitive but imbalanced. Generally, these gamers prefer games that are either solo or have a stronger PvE element that doesn't force competition (PvP) onto the player. If a game is PvP centric, these gamers would like the matchmaking to have a balancing mechanic such that they are not constantly playing against players outside of their skill range.

The Community Gamer

Play Style

Community Gamers prioritise **social interaction and group affinity** when playing. Whether with strangers, their guild, or with their friend group, this archetype finds the most enjoyment hanging out in the 'lobby' and playing games that facilitate communication.

On Arcadia, our tournament / PvP feature allows for groups to gather and compete, however, what would enhance this experience is the added **social layer of being able to chat with one another**, whether on the platform or on discord, via text or voice. The introduction of **platform- or guild-wide quests** whereby groups have to get together to fulfill a task would also serve the needs of this archetype. Additional elements of delight would be other **'group-forming' features** like the ability to form squads or clans, and **features that facilitate additional cooperation and communication** like player stalls in a marketplace, the ability to trade, and the presence of more co-op games.

Motivations

Hanging out with and Making Friends

Community Gamers enjoy using fun and interesting games that facilitate socialising to meet new people and hang out, as well as play with existing friends. Although the game's quality is important to these gamers as well, they find co-op elements such as building a clan or party to work towards certain collective objectives the most appealing as these shared goals facilitate communication. Many of these gamers find themselves in cooperative groups in various games, most of them being a part of multiple discord channels dedicated to a specific game.

Co-op Games

"Winning is better together" is the mantra of Community Gamers and this heavily influences their choice of games. These gamers learn towards games that allow for teamplay - whether PvE or PvP. They prefer genres like Survival and MMORPGs whereby mechanics either benefit groups, or additional coop content can be accomplished as a group. This can also be seen in non-social competitive games like DotA or Valorant whereby community gamers heavily lean towards playing with a group of 5 rather than in public match-ups.

Ecosystem of Social and Identity Features

Beyond the obvious social features like a friends list and global chat, Community Gamers   prefer platforms and games that facilitate all types of social actions that help them build different connections with others such as trading, setting up of stores, and faction-forming. In addition, in order to facilitate these connections, these gamers also enjoy games that allow them to customise their avatar and present their identity in a robust, tailored manner.

Challenges

Non-Conducive Community Environment

Platforms and games are highlighted as non-conducive for socialisation are defined as such either because they do not posses the relevant social features, or have built a toxic community. As highlighted above, the ability to form affinities, chat, and accomplish shared goals is vital, but the onus is on game and platform owners to ensure that the community remains respectful and conducive for these interactions to take place in the first place. Survival Co-op games like Rust is a great example of this paradox as they have built an extremely cooperative game that has grown into a competitive, often solo PvP game due to the toxic "shoot on sight" mentality of the players.

Day 1

Dailies Grinding

Dailies (made fun)

World/Guild quests

PvE Progression Campaigns

Day 2

Day 3

Community-driven Lore evolution

Target Audience + Tone of Voice + Possible Genres

Would there be a specific difference in the tone of voice used for a specific demographic?

Questions for the lore writer:

Extending some broad lore questions to the community

Ian & Max! Feel free to drop some black post-its if you wish!

Thanks! - Ian

How can we tie the overall lore to the core functionalities of Arcadia - i.e. Many Games, Tournaments, etc.

Finding the balance between people who

1) Care about Lore 2) Don't mind Lore 3) Can't be bothered

And serving their needs

Having a Main Story Branch... but if you wish to know more, there are ways to find out more

i.e. Skyrim, main story, but if you can be bothered, read every book in game.

I.e. Hades, option to read the monster / god glossary

Characterising our Audience: Gamers vs Non-Gamers

Deciding on a Genre: Sci-fi AND Fantasy

We have guns & magic wielding arcadians

i.e. bioshock, LoL

Some arcadians are wearing boxer shorts (comedy)... utilising what the characters are wearing / holding to drive the lore direction --- different dimensions, different directions

i.e. Rick & Morty - Portal Gun allows limitless possibilities

How old is the world?

If Arcadians' origins from an ancient "shattering" event are fairly recent, we can have a much lighter touch in terms of established cultures, cities, etc. Maybe a lot of very lived-in areas were already there when the Arcadians woke up.

World Building: What are the main events affecting the world

Who are the main 'factions' that exist in this world?

How are Factions divided By race? By Geography? By Ideals?

BY IDEALS

By attitudes towards the new frontier — the potential rewards and dangers of new worlds

LoL: Arcane~ Technology & Advancement vs. Poverty, Oppression, Crime

Elder Scrolls~ Dark Brotherhood: having an affinity to that style of gameplay

Ideals allow gamers to find affinity with a specific faction based on their beliefs or what they feel their character believes

Having an actual GUIDE to introduce the world i.e. claptrap from borderlands

Who are the title characters and what is their relationship with the main events and other characters

Having Main Characters as "Guide" Characters who can explain the world and events

Art team alr has a set of characters... 4 kids from the whitepaper

Created as conduits to introduce users to the Arcadia platform / 'world'

Main/guide NPCs can also help ground the players in history. PCs are undoubtedly cool explorers, fighters, etc., but they're probably not the *first* to go beyond the borders of Arcadia. What happened to that first generation of brave and foolish adventurers? No one could make a trip like that and not be changed, for better or worse. Who gained power and confidence? Who was injured, intimidated, diminished? ...and who was lost to the void?

While I don't think we should make it *that* obvious, there's a fun opportunity here to do some preliminary playstyle segmentation with core player-facing characters like these. Who's in it to discover new things? Who wants to fight and get sweet loot? Etc.

Legend

- **Basic points about which there seems to be some consensus** (green)
- **Delicious questions (includes lore and tech at the moment)** (green)
- **Ideas and themes that feel good but haven't been discussed yet** (green)
- **Tangible objects, principles, and places** (green)

Notes

Some mobs are modular/procedural as well?

What do they have in common? What makes them unique?

Racing game

Survivors needs UI guidance

What do we want players to feel when they leave the safety of core Arcadia to face the unknown?

Survivors needs metagame takeaways — lore, loot, faction significance, etc.

Arcadian Survivors

Survivors needs geography — landmarks, ecosystems, etc.

What are the consequences of dimensional borders growing weaker by the day?

Survivors needs mobs!

What existing avatar components shall we harvest to assemble in weird ways, corrupt, and otherwise help players recognize that Arcadia is uniquely stable, powerful, safe, etc.?

Fragments, shards — components

Arcadians are modular / procedural

What is missing? Is missing a generation of assembly and awakening?

How do non-token relate to OG and Gen2 Arcadians in lore and gameplay?

The universe was shattered at some point in the past → **Arcadians woke up** → **Arcadia was isolated for a period of time** → **Arcadia is opening up again**

To travel is to change — first-gen explorer NPCs demonstrate this

Preexisting cities, structures, landmasses, etc

New structures, landmasses, etc

Arcadia is expanding

The unknown offers new opportunities for power and understanding

Arcadia is in danger

Arcadians are exploring

When core NPCs left Arcadia, they became... powerful weird ambitious dangerous

Some Arcadians disappeared, presumed dead

Obviously there are antagonist NPCs who never came home... until now?

"It's always been here"
* Individual and factional beliefs abound
* Others stress function over meaning — *"Don't know, don't care.* It makes electricity and that's all I care about."

We know who made these things because they and the factions they represented still exist

What's our unobtanium?

3 factions are ideal, it seems

Defensive, offensive, diplomatic/magical?

Militaristic, diplomatic, mystical

4X: eXplore, eXpand, eXploit, eXterminate

Arcadian classes — let's list 'em

In Torment: Tides of Numenera, history is so distant it's often a waste of time to try to understand why this acid grenade works — yes, it's 10,000 years old and probably wasn't built to explode, but it's established fact that whatever it is, it makes an **awesome** grenade.

WoW has magic in its many forms, XCOM has Elerium and Meld and such, Transformers has Energon...

Factions in other games

WoW (2)

Starcraft (3)

MAG (3)

Unique classes, aesthetics, home areas, PvP roles

Unique narrative aesthetics, core gameplay

Aesthetics, weapon mechanics

Humans, goopy aliens, glowy aliens

GI Joe, Euro-Metal Gear spec-ops, guerilla insurrectionists

Warrior, rogue / specialist, mage

Smash, skill, sorcery

Landmarks? — let's list 'em

Obviously, each faction will have its own goals that aren't a magic mineral

But walking through worlds changes an Arcadian, makes them more powerful, more strange, and more personalized.

We can make game-specific quest rewards that reflect not only the game's art style and gameplay, but its lore significance.

Mobile Game X Media Franchise promos are very popular these days — but in the early days of Arcadia, we can and should make our own "crossovers".

Retro Game Challenge, a 2-game DS series based on the Japanese series "Game Center CX", made an entire fictional history of NES-style games, sequels, rumors, and articles (including things like "newly-discovered cheat codes" that let players enjoy games in ongoing series long after they complete the initial challenges) tied together by a weird metaplot where an avatar of the real TV show's host forces the PCs to play games.

While it seems like we're playing the Arcadia story a bit straight so far, treating the first-party game library like a franchise will allow us to string *thematic* scaffolding between different games in addition to narrative, and NPCs can comment on both kinds of connections.

There's no reason that we can't depict the same locations in different games! Imagine seeing an out-of-control car from the racing game blast through some mobs in Arcadian Survivor. Little callbacks to the shared Arcadian setting will make the world feel bigger and more connected than you'd think from the basic "avatar-based minigames with an avatar-based metagame" pitch of the platform.

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Collector Spectating?? Initiations?? Filosion

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...
xxxx
xxx xxxxx
xxxxx
xxxx

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UNDER CONSTRUCTION

What's the difference between an empty space and an expanding space?

Arcadia must feel as alive as we can make it — otherwise, it will be *less* than the sum of its parts (the avatars, the minigames, the middleware tech) rather than more.

RIFT: long-running portal fantasy MMO

Original docs this way

Arcadians' origins

Setting

Prevailing cities, structure, landscapes, etc

Geography Old

Geography: New
Newly-founded cities and structures — "modern", but still as mysterious.

New structures, landscapes, etc.

Factions

Settlers

Scholars

Zealots

Mobs

A faction that doesn't work with anyone else is like it is in **PvE**
1) Incompletely-formed / weird results of "minting" / Arcadian generation — random, **glitchy**, etc. Can be flavored with essence of places "beyond" like elemental planes
2) **People** (antagonist faction driving story elements?)

Faction splits by origin or philosophy

We need to create faction leader NPCs

Philosophy: "Might makes right." Accumulates martial and temporal power "Brutes"

Philosophy: "He who has the gold makes the rules." Accumulates economic power "Misers"

Philosophy: "Knowledge is power." Accumulates technological and mystical power "Eggheads"

Or do the factions by geographic origins. PCs choose or are assigned a...

The advantage of this approach is it doesn't pigeonhole PCs into a philosophy they may not subscribe to. Each "tribe"...

Geographic assignment may be driven by having a certain part. That reinforces...

Known history + key events (true or otherwise)

The universe was shattered at some point in the past

Arcadians woke up

Arcadia was isolated for a period of time

Arcadia is opening up again

Arcadian Survivors - UI, levels, monsters, weapons, story

We want players to play with their action figures

Maybe NFT-owning players have access to the full, pretty, unwatermarked exports of the card creator.

Elements with which to customize your badge are earned through gameplay and completing quests. These can be to player account off-chain to limit transactions needed to earn/redeem new elements(?).

Each faction grants access to an exclusive set of badge elements.

Elements can be leveled up to unlock new animated 'legendary' versions of themselves. Maybe leveling up can happen partially through clicks on a built-in tracking link system when sharing to social platforms; encouraging that sweet sweet free user marketing.

Wildcard: Badges can be used to generate/mint a new Arcadian, with features derived from the elements on the badge at the time of creation.

(BootStrapBoom)

Things needed very soon
V2 Arcadians
Big bang origin story for website, the nugget of the guide
UI/UX (game and website)
Web text as well
Survivor
Platform text
General setting principles
Factions — we need to do community exercises

Arcadian Arena narratively:
maybe these fights are a kind of cultural tradition/ritual to prove one's worth in th way the old arcadians did. It's all simulated for entertainment purposes, but holds roots in history

Outline the villains

Outline protagonists

Max to-do:
write paragraphs on perspectives on arcadian origins
give character a name, maybe affiliation.
first person narrative of origins of arcadians

With all this weird glitchy energy out here, F2P player, this could be **your**... Don't you want to **not** turn into a blob, no matter how cute?

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Platform text

General setting principles

Factions — we need to do community exercises

It would definitely be cool to establish bidirectional channels between the metagame and minigames. This is functionality that I think we should establish as possible very early on — like I mentioned, some "softball" quests that demonstrate that actions inside the metagame can have fun consequences, and that being observant and persistent can have rewards.

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Arcadian Generations

Gen 0: NPCs — Powerful, weird, interesting, iconic. Important to the narrative. Aspirational.

Gen 1: OG Arcadians — Powerful, weird, interesting

Gen 2a: F2P Arcadians — New, inexperienced, a lot of potential, free to make their way in the world — and to change it

Gen 2: New Arcadians

Narrative, slower to advance. Less fundamental. But just as eager to play, change the world, and become more powerful!

How can we make players of all tiers "wanna be the guy too"?

Power fantasy / cosmetic optimization / leaderboard envy is important to retention.

Factions recruit undecided G1 Arcadians for their power, experience, and inspiring example

Factions want G2 Arcadians because they're new. The **second minting** and the debut of **F2P avatar generation** are the first influx of new population in a long time.

Whatever faction makes the most persuasive arguments for new members will have the easiest time accomplishing their goals.

Players **aspire to improve**, but factions also **aspire to recruit**. Make players feel special. Make factions seem **desperate eager!**

Given the nature of NFT avatars and the lack of opportunities to change them, I think **we can assume that G1 Arcadian owners are already attached to the initial appearance of the avatar as minted**. Getting them into loot loops may be a bit of a challenge, right?

Consider a more action-packed term than **Awakening**...

One core point of concern with the G2 Arcadians and Arcadians in general is **the unclear relationship between avatar components and gear.**

Arcadian Factions

Goals / practices

Fighting

Learning, Exploring

Building

Contrast is important!

Spoiler alert for Rings of Power E2 in comment :(
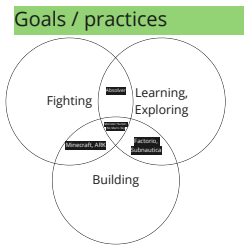
Light pixel sci-fi feel from website is fine to carry over into Survivors

Initial Metagame UX / world concepts

Because it's been a long time since the last generation of Arcadians appeared, player characters are *in demand*. Factions want boots on the ground (/ in some minigames) and you're the newest candidate.

What if Arcadians fell from the sky, and factionfolk went to retrieve them?

Whether or not the minting or first use of an individual Arcadian has any direct gameplay impact is irrelevant — we can make authored content about going into the wilds to bring back new recruits, defending them from mobs and/or claiming them for faction score.

Quest Added: **Orientation Day**

Platform passes a variable to Arcadian Survivors, spawning a special object (an Arcadian Chrysalis) in a specific stage. Follow the minimap to the object to trigger a special set of waves and complete the quest!
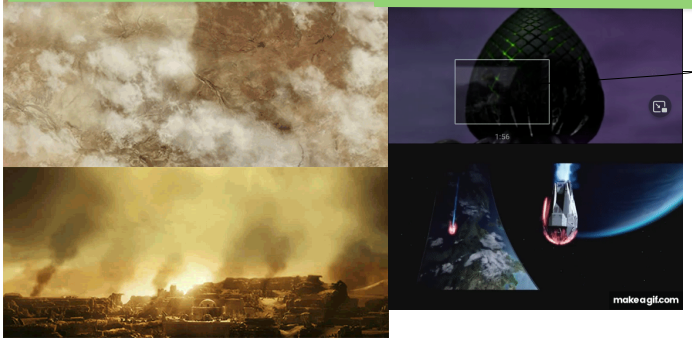
Faction 1: **The Uncrowned**

They may be old-fashioned, but the Uncrowned still embrace both technology and magic — they just do it in a uniform, traditional way.
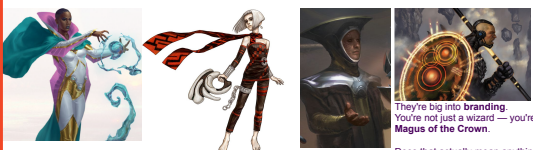
They're big into **branding**. You're not just a wizard — you're a **Magus of the Crown**.

Does that actually mean anything? They hope other people think so!

The Uncrowned **embrace tradition**... and **dictate it**.

They are old-fashioned, adopting coordinated, anachronistic styles.

They recreate images and dreams of the past, even though they don't always *know* what those dreams and images mean.

Their HQ could be **in an ongoing excavation**. Why would you want to be anywhere but the best, oldest place you could find?

The Uncrowned are **collectors**. They have an amazing collection of ancient Arcadian artifacts, and no, they're not keen on sharing except to impress people with their undeniable command of history.

Let me guess. You've always known you were destined for better things, that the world would be better if people just stepped aside and let you show the way?

Yep. You might be one of the Uncrowned, alright. Just like any of us, they don't wake up remembering much — but what they do remember tells them that things were better before. They delve into danger for loot just like anyone else, but they're the sort that can't just grab a single Mark 10 Combat Pauldron and call it a day — they've gotta have the whole set.

But it's not just collecting for collecting's sake, oh no. They think that once they gather up the treasures of the old world — in the right place, in the right order — Arcadia's golden age will return. No Shattering, no chaos... just vibes.

Uncrowned Founders

The Uncrowned maintain that they have at least one first generation Arcadian that holds court in their (mostly underground) headquarters — the **Heir**, the **Scion**, the **Regent**, the **First** etc.

This is probably true! Even though all first generation Arcadians eventually discovered that their power diminished over time, some found it was possible to bind themselves to a place to extend their lifespan and pursue their goals. Inside the Palace's walls, the **First** holds audience with only the most elite — or the most promising — of the Uncrowned.
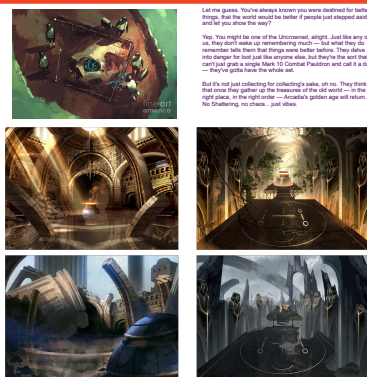
Faction 2: **The Quicksilver**
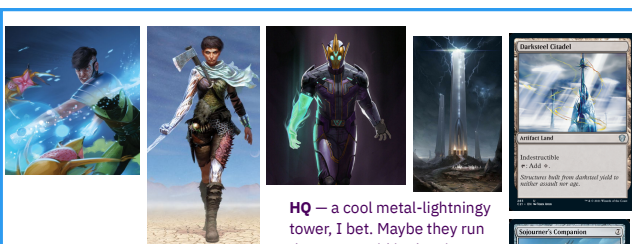
HQ — a cool metal-lightningy tower, I bet. Maybe they run the power grid in the city!
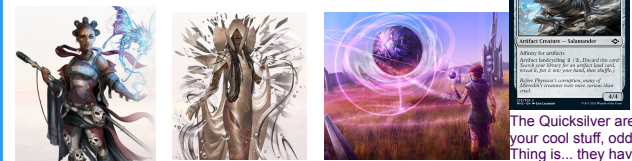
The Quicksilver are **ecstatic researchers**. If you leave one of them alone with your cool stuff, odds are that they'll try to take it apart, test it, or start talking to it. Thing is... they have a knack for encouraging things to **answer**.

The Quicksilver **go beyond**. They embrace chaos. They bond with the world and seek even further transformation.

They are scientists, magi, and warriors united by a need to push the boundaries of the possible. Arcadia is a strange, ever-changing place, and things have only gotten stranger with the advent of the Second Generation.

How can anyone prepare for Arcadia's future without turning the unknown into experience — and chaos into strength?

Quicksilver are probably the most pet-friendly faction, as many are brave or foolish enough to cozy up to wild creatures. I know we have a pet slot, so that's exciting!

The Quicksilver are friendly — gregarious, even — but they are also prone to launching into enthusiastic tirades about how great it is to sharpen your fingernails in the heart of a star.

You get the feeling that you'd understand them better if you joined up, for better or worse.

Quicksilver Founders

As they can come off as cryptic, particularly to outsiders, the Quicksilver have unclear attitudes at best towards the first-generation Arcadians in their past. Quicksilver founders might be conventionally alive somewhere, or possibly ascended to some sort of techno-weird demigodhood? Tough to say.

What *is* clear is that each Quicksilver follows some combination of three ideals or foci... who *might* be people?

Spark — combat magic, weather, palpable chaos. Guns, wands, power generators, etc.

Sea — nature/animals, travel (they tend to look at space with ocean metaphors for whatever reason), survival in harsh environments

Shape — smithing/crafting/building, arcane geology, *self*-transformation

Faction 3: **The Dustguard**
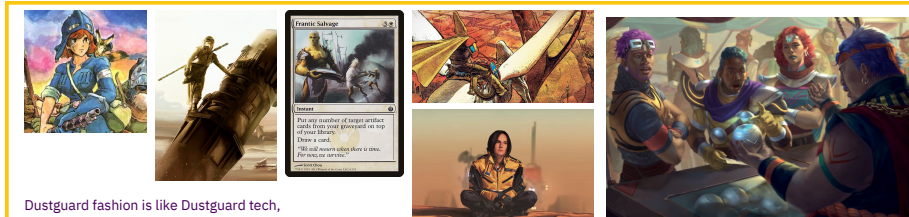
Dustguard fashion is like Dustguard tech, favoring function over form. Pouches, patched together armor plating, exposed wiring, etc.

BATUUAN NDT-143 DATAPAD

Photoreceptor
Biometric security plate
Primary activator
Sonic output toggle
Auxiliary power cell activator
Onboard transmission emitter
BACK   FRONT

The Dustguard are **curious, but cautious**. They **maintain balance**, uninterested in making the sweeping historical statements like the Quicksilver and Uncrowned.

They scavenge, disassemble, and adapt.

They also **sell**!

They are cheerful enthusiasts, training through apprenticeship.

Dustguard Founders

"Yes, we had some. They died. It happens."

Members of the 'Guard tend to be pretty busy maintaining the mechanisms of daily Arcadian life, so they can come off as dismissive to people who haven't proven their usefulness to the task at hand. But to those who demonstrate a knack for the practical arts, they're as welcoming as any Quicksilver — and they won't try to sell you on the life-changing benefits of ethically-cultured starshark lungs, unlike others they could name.

HQ?
The Dustguard are more like a **guild** than a faction, with workshops (often attached to people's homes) located throughout the city. They might have a central office, but it's kind of only there for fancy factional business.

Mob Type 1:
Crystal
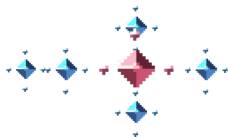
The basic form, which can replace the **Slime**, is the **Small Crystal**. No special behaviors; spawns normally (off-screen)

2nd form can be a different color and slightly larger. Higher HP; no special behaviors; spawns normally

3rd form: **unstable crystal** that explodes a second or two after getting into melee range. Explosion can harm mobs?

4th / elite form: **large crystal with orbiting smaller crystals**. Can have a special spawn of some kind like **emerging from the ground**

Mob Type 2:
Scrapbot
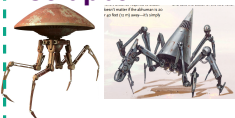
Basic form:
Mechanical Melee

Elite fast version — could signal a leap attack with a line, allowing the player to move perpendicularly to the charge path rather than retreating

Special spawn: Pulls self from piles of rubble or scrap

Scrapbot 2:

Ranged blaster. Can always show the element — always a little on fire, always crackling with electricity, etc.

Boss — spectral tech-thing.

Definitely not human, but echoes Arcadian gear.

By radically altering, omitting, and adding body types to the existing Arcadian framework, we can do strange and fun stuff with our arsenal of assets.

Whether that involves live SFX (alpha channel stuff, particle effects, etc) or simply new bitmaps is up to us!

(I mean, imagine getting beaten up by a giant sword. Just a sword. Yikes!)

Why we should consider this -

Additional Thoughts + Ideas

Humor! Let's consider current and future games when thinking about Arcadia's weird geography.
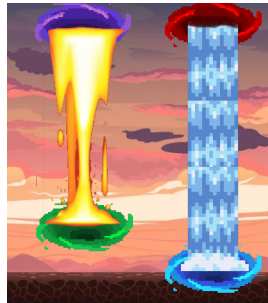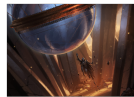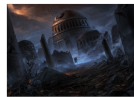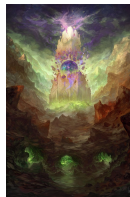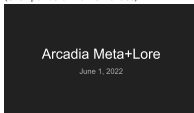
Getting weird with portals

Metagame Context Setting

Metagame Workshop Summary + Context Setting
(Click pdf below to view slides)

Metagame
Workshop
Summary

Rick's Metagame + Lore Deck
(Click pdf below to view slides)

Arcadia Meta+Lore

June 1, 2022

Link to OG Metagame Workshop Board
(Click link below)

miro.com

Metagame Workshop

Lore Material

Arcadian Races: A Synopsis

Sept 27, 2021

ARCADIA: The World of Portals

Whenever they see them, everyone was trapped on Arcadia when the Portals were destroyed. No one could return to their own worlds. This was eons ago. This "First Settlers" generation of trapped people decided to accept the land as their own and became the first generation of Arcadians. Players' Arcadians are several generations descended from the First Settlers.

A shit not set. The Reality War was fought by an Alliance of the greatest races in Arcadia against one unknown Dark Forces that sought to destroy everything and return Reality to a single point among everyone. Over the ages, everyone on Arcadia had nearly forgotten the Portals, and the devices from which they once came, anchoring the Portals in reality was slowly winning. The Forces, at the cost of isolating each Reality and setting myriad and metaphysical forces at bay.

During the Reality War, the knowledge of how to make Portals was lost. There are no working Portals remaining, as for as most of the inhabitants of Arcadia are aware. If any exist, they are closely guarded secrets by those who know about them. The details of the Reality War are lost to time, including the true reason it was fought.

The short story could be from The Tree of Portals, when many Reality would interminate and share

The Player Arcadians (1/3)

Recently, artifacts both magical and technological are starting to surface and be found across Arcadia. Depending on who finds them, they are hidden away, studied, very rarely traded, and oftentimes destroyed. The Arcadia of today is a shadow of its old self, magically and technologically.

The long-forgotten places where these artifacts may be found are almost always guarded by ancient constructs that must be defeated in some way. Whether the challenges are mental or physical, they require some degree of persistence and determination to overcome.

Whatever the origins of the Player Arcadians, they have decided to seek their fortune as treasure hunters and adventure seekers, uncovering the whereabouts of these ancient installations and plundering what they find.

The Player Arcadians (2/3)

The long-forgotten and artifacts are starting to surface and be found across Arcadia. Depending on who finds them, they are hidden away, studied, very rarely traded, and oftentimes destroyed. The Arcadia of today is a shadow of its old self, magically and technologically.

The Player Arcadians (3/3)

Further, another event is soon to occur. The ancient primordial element that powered the Portals and many other magical and technological advancements from before the Reality War, owned by the Precursors as Arcadium, is about to resurface in the world. Why this will happen is yet unknown.

Arcadium is also the reason the the Dark Forces arose and gained enough power to threaten all of reality. Arcadium grants power to those who possess it, but the more Arcadium there is in existence the greater the threat from the Dark Forces. This will manifest in several ways across Arcadia.

After checking out the decks above, is there anything that immediately stands out or seems particularly noteworthy or cool to you? Why?

Game inventory is cool, I like to collect stuff. And a basic Arcadian is good for players who want to try out but not yet committed to getting an OG Arcadian.

The goal of providing different ways to play for different gamer archetypes is particularly interesting for me. Excited to see how will marry the lore and the platform and connect the different types of games that dont claim the Arcadia / Arcadians investing.

Interactive storytelling PLEEEEASE lets have that mystery, lets have those easter eggs

When it comes to a solid metagame and/or lore, do any games come to mind? Why so?

Mario related games...Mario Kart...Super Smash Bros.. The familiarity with Mario somehow makes a racing/fighting game much more enjoyable.

I dont play a lot of games but league of legends' lore is the first thing that come to mind. I find it cool that it can stand alone and is also the secret sauce to the game at the same time

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Gamer Archetypes

The Competitive Gamer

Dailies Grinding | Tournaments / Competitions | Gacha for better equips | Achievement Hunting: Badges / Titles

The Casual Gamer

PvE Progression Campaigns | Dailies (made fun)

The Community Gamer

World/Guild quests | Gacha for cosmetics | Community-driven Lore evolution | "Factions" or "Clan" Divisions in the Lore

New Archetype: Story-based Gamers?

Gacha: Lore-related characters + items | "Famous" Arcadians | Achievement Hunting: Badges / Titles | PvE Storytelling

OG Arcadians are old — but NPCs can be older, the first generation of explorers

Day 1	Day 2	Day 3
Dailies Grinding / Dailies (made fun) / World/Guild quests / PvE Progression Campaigns		Community-driven Lore evolution